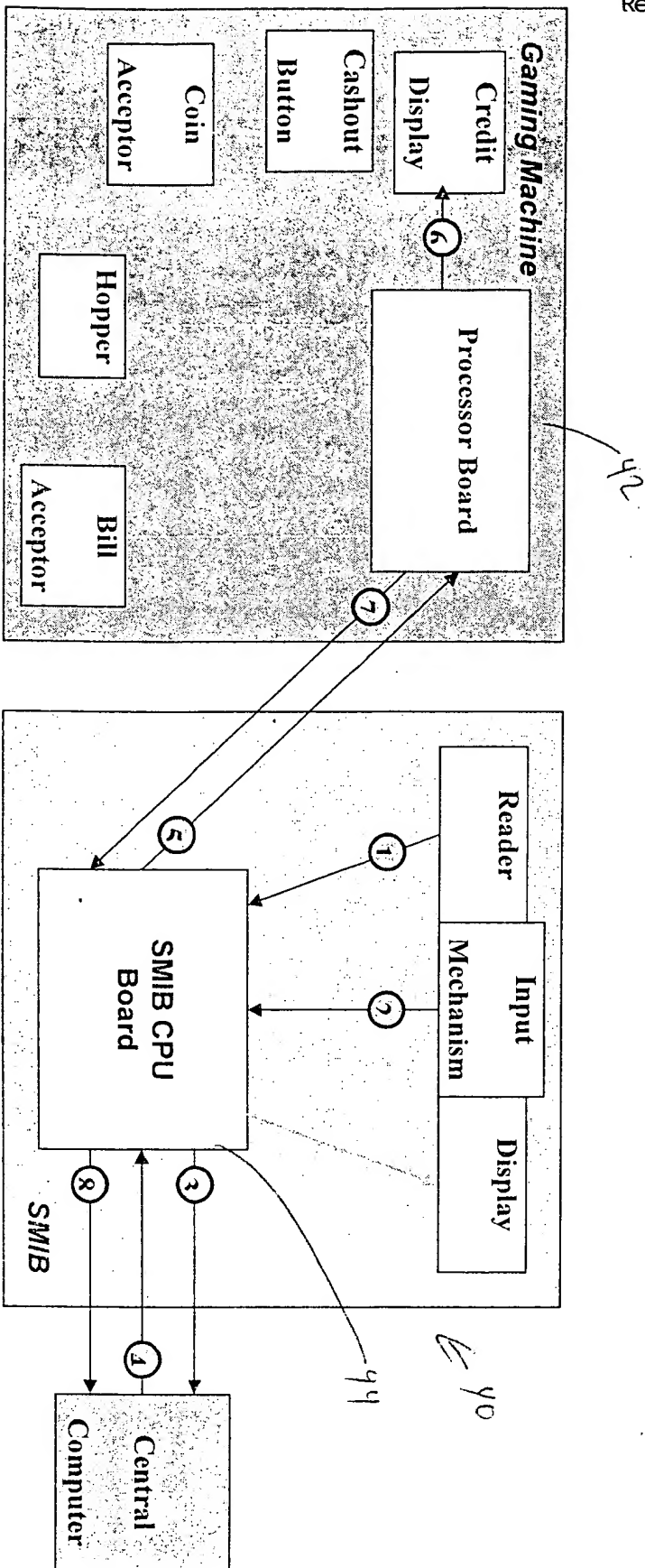
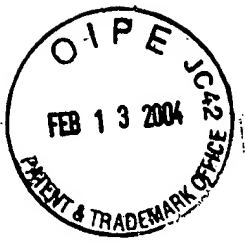




Prior Art Method for EFT Transfers from System to Gaming Machine  
Figure 1





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Replacement Sheet

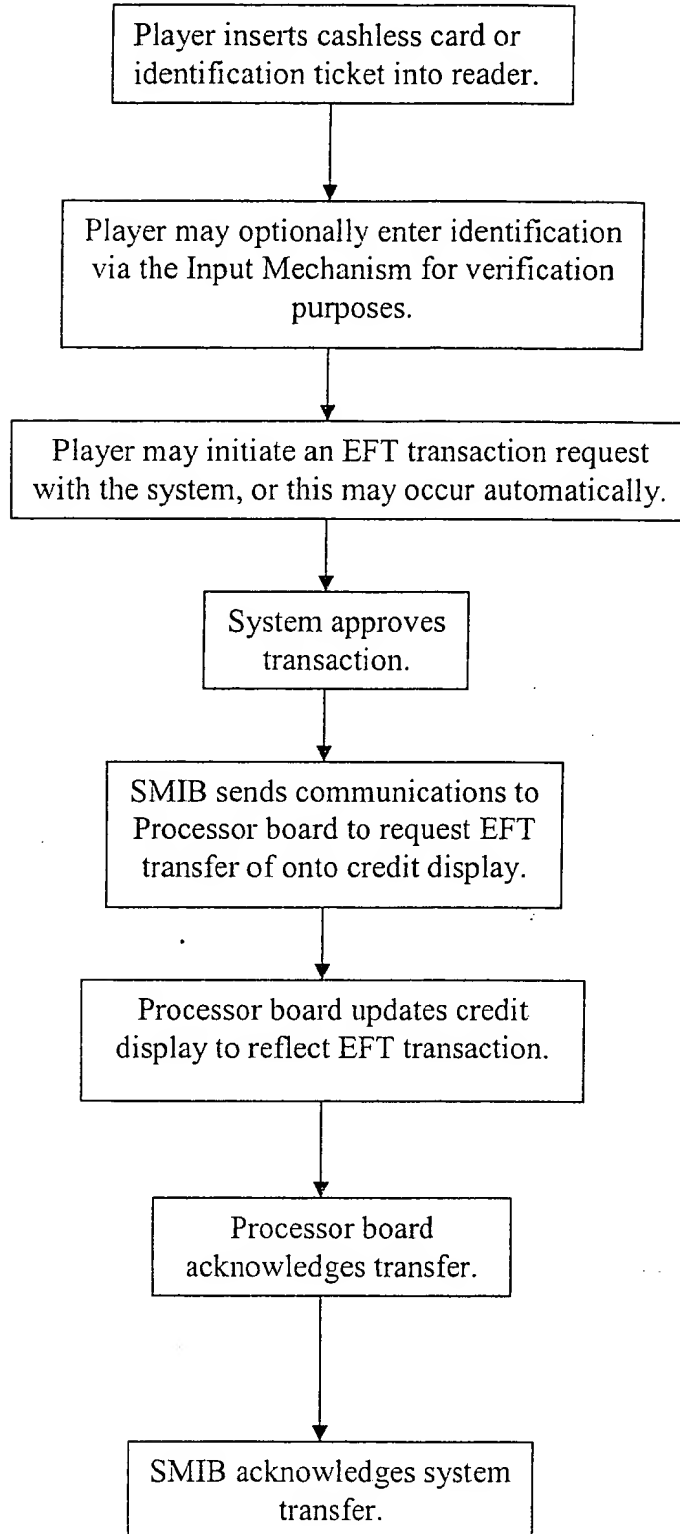
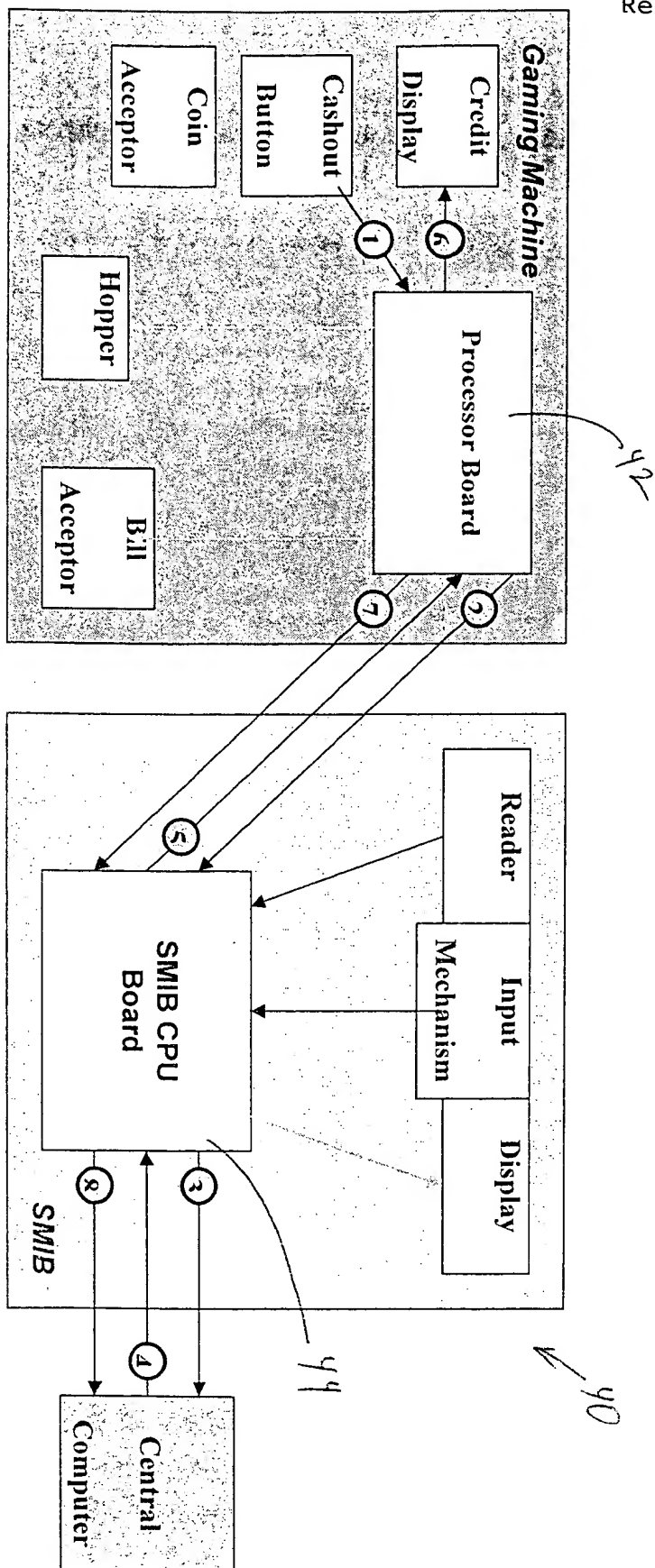


Figure 2



Prior Art Method for EFT Transfers from Gaming Machine to System  
Figure 3





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# Replacement Sheet

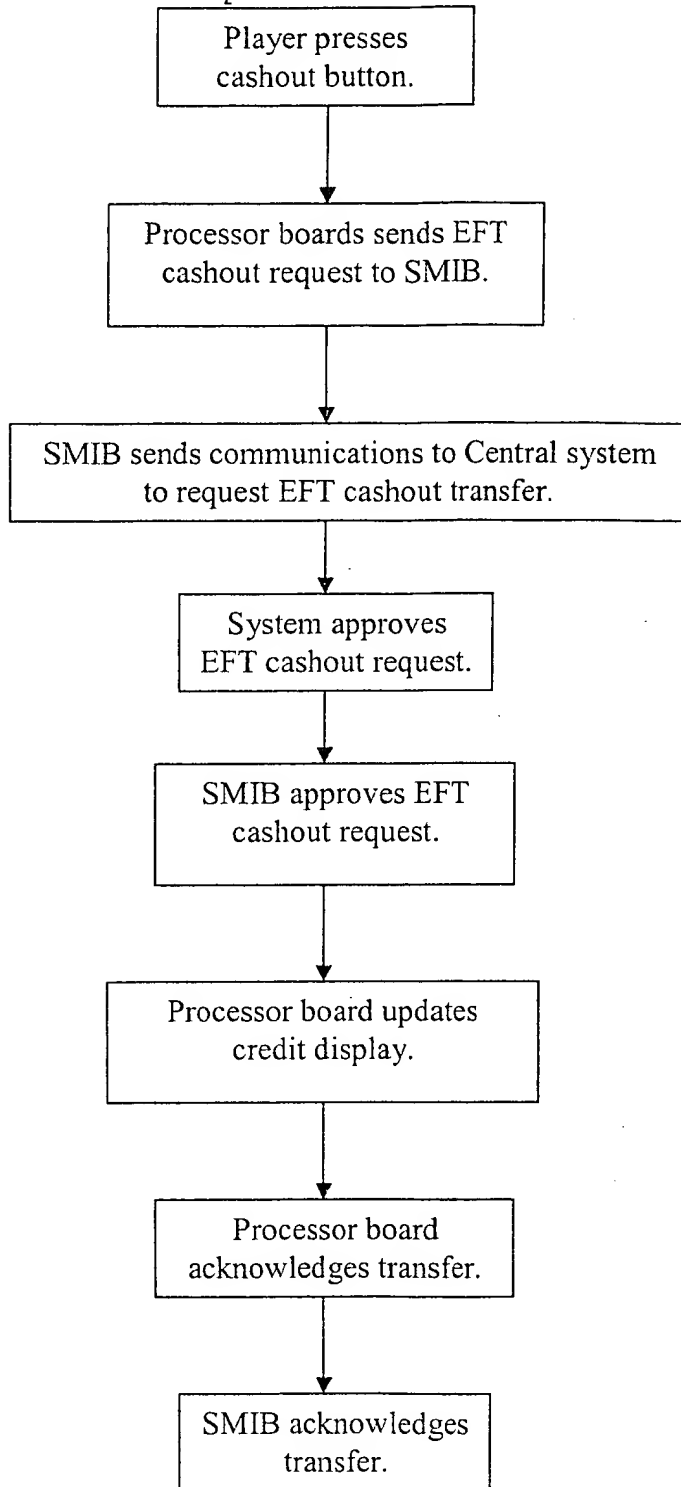
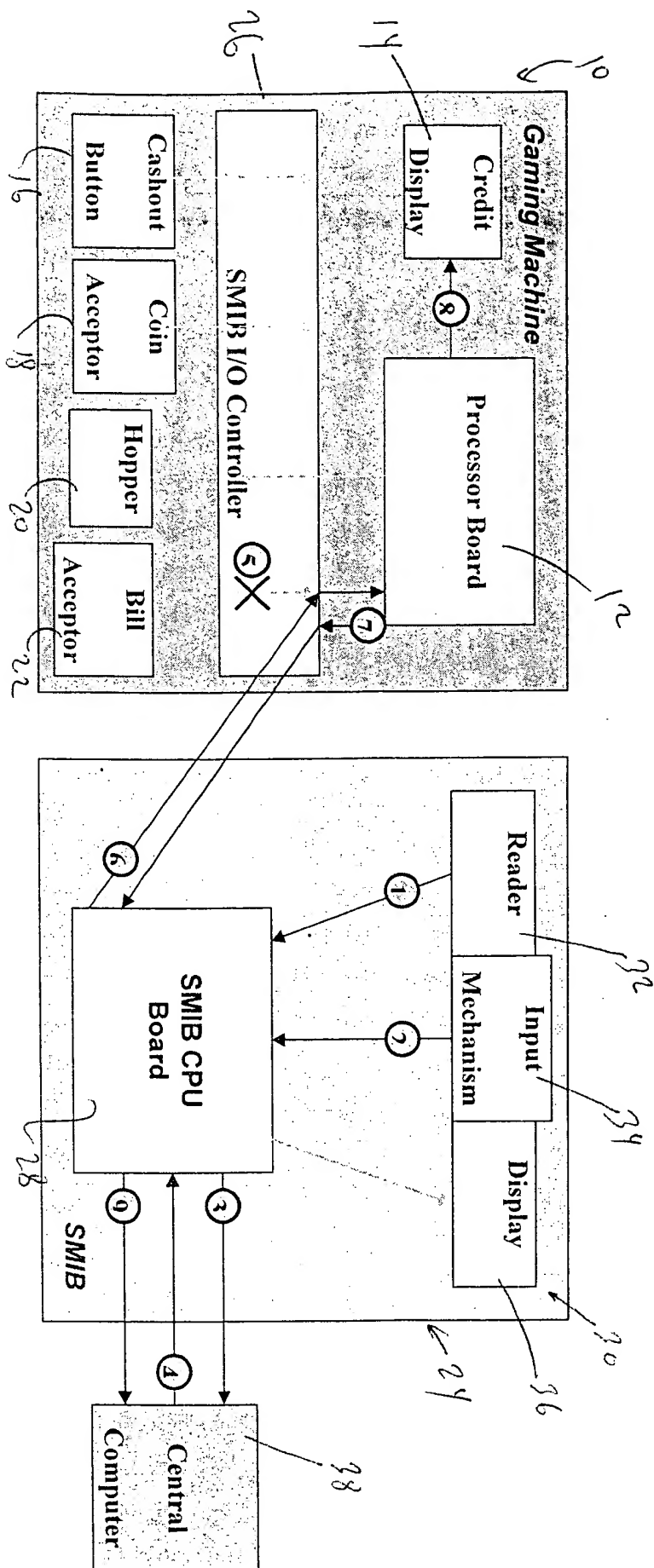


Figure 4

## Figure 5





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Replacement Sheet

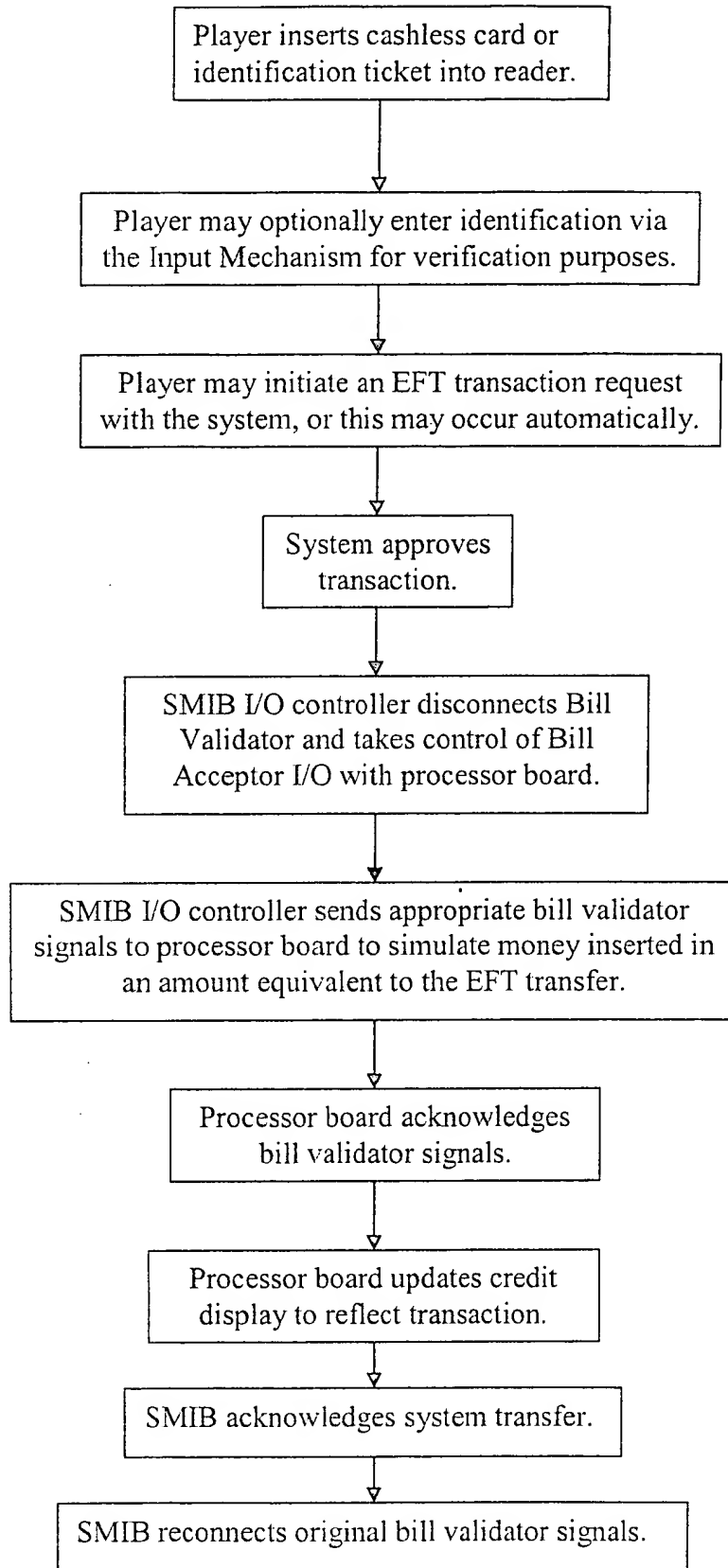
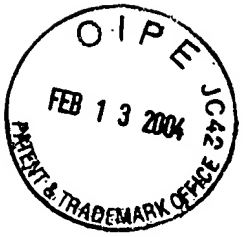
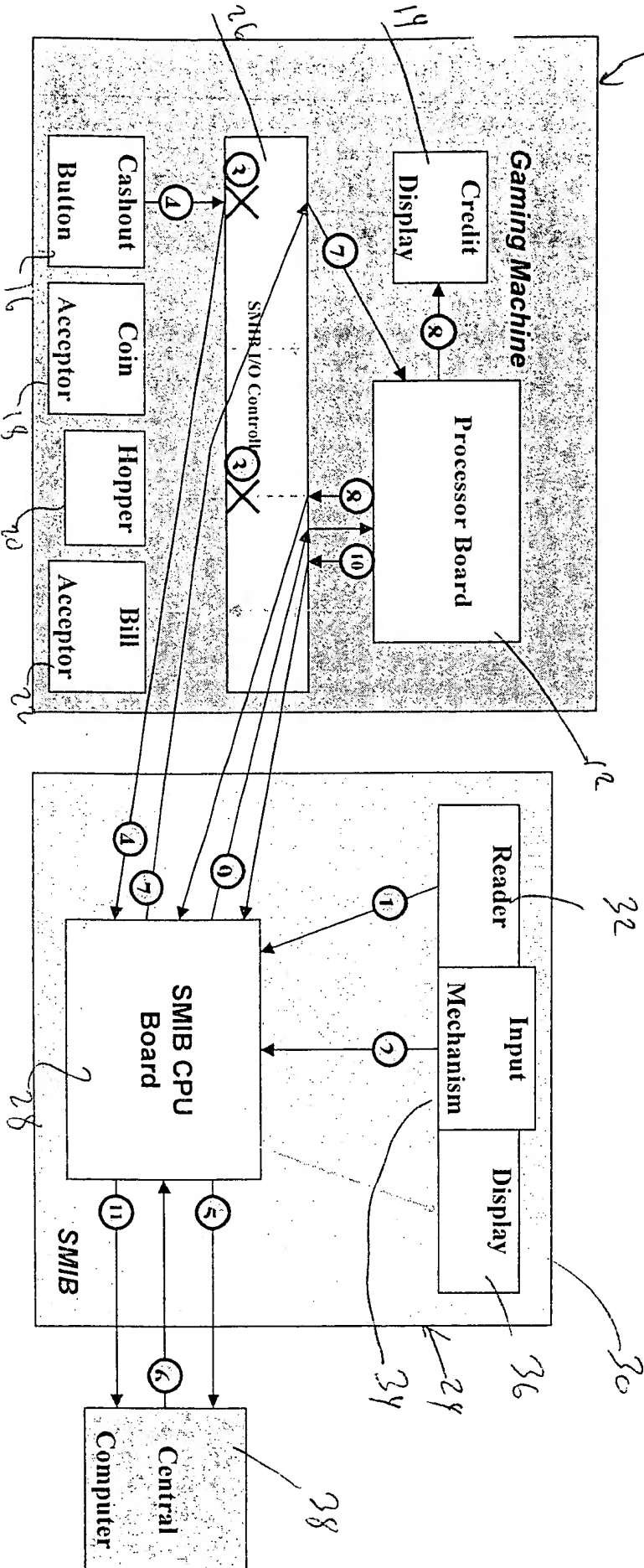


Figure 6



Method for EFT Transfers from Gaming Machine to System  
Figure 7





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Replacement Sheet

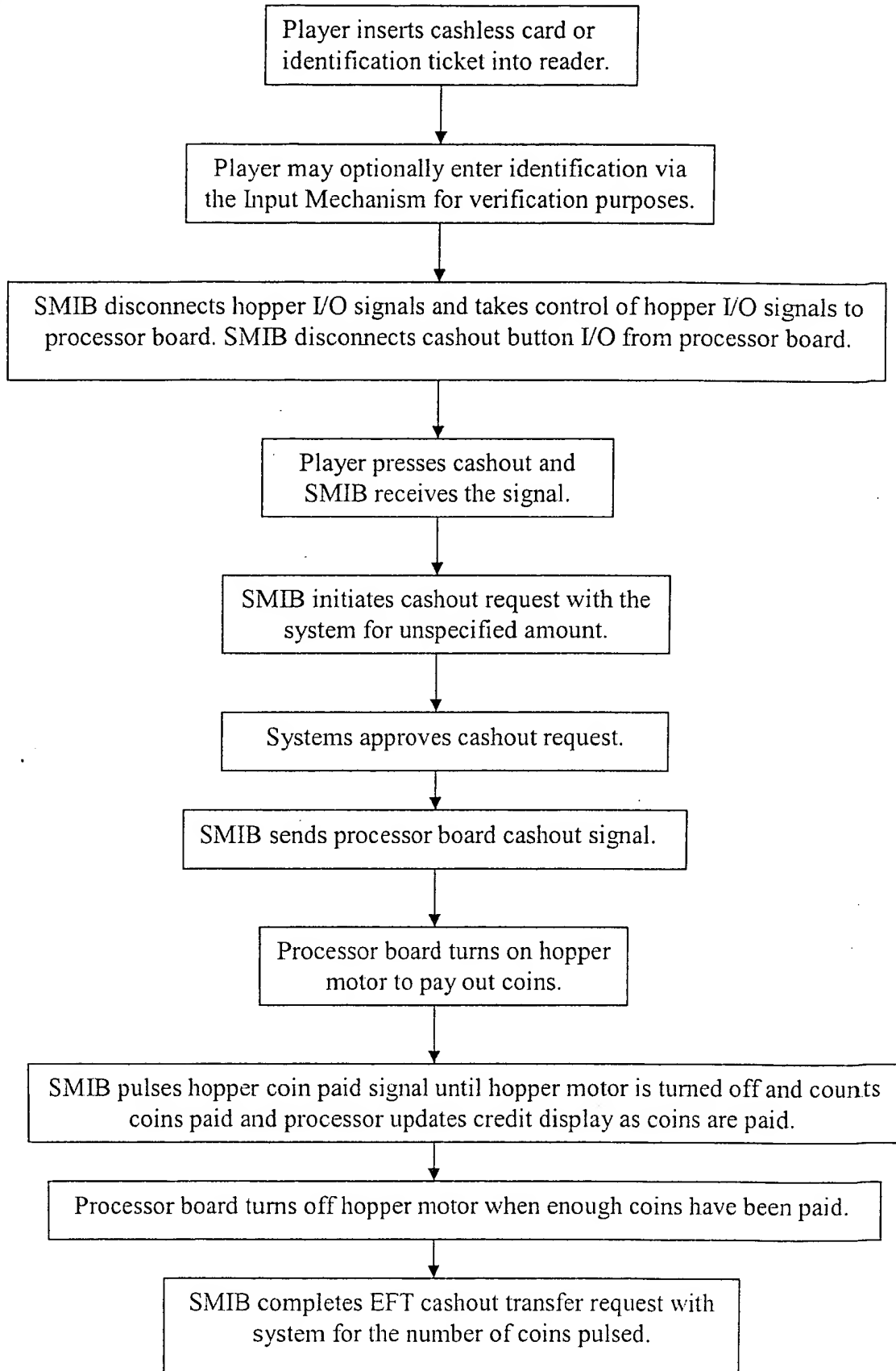


Figure 8

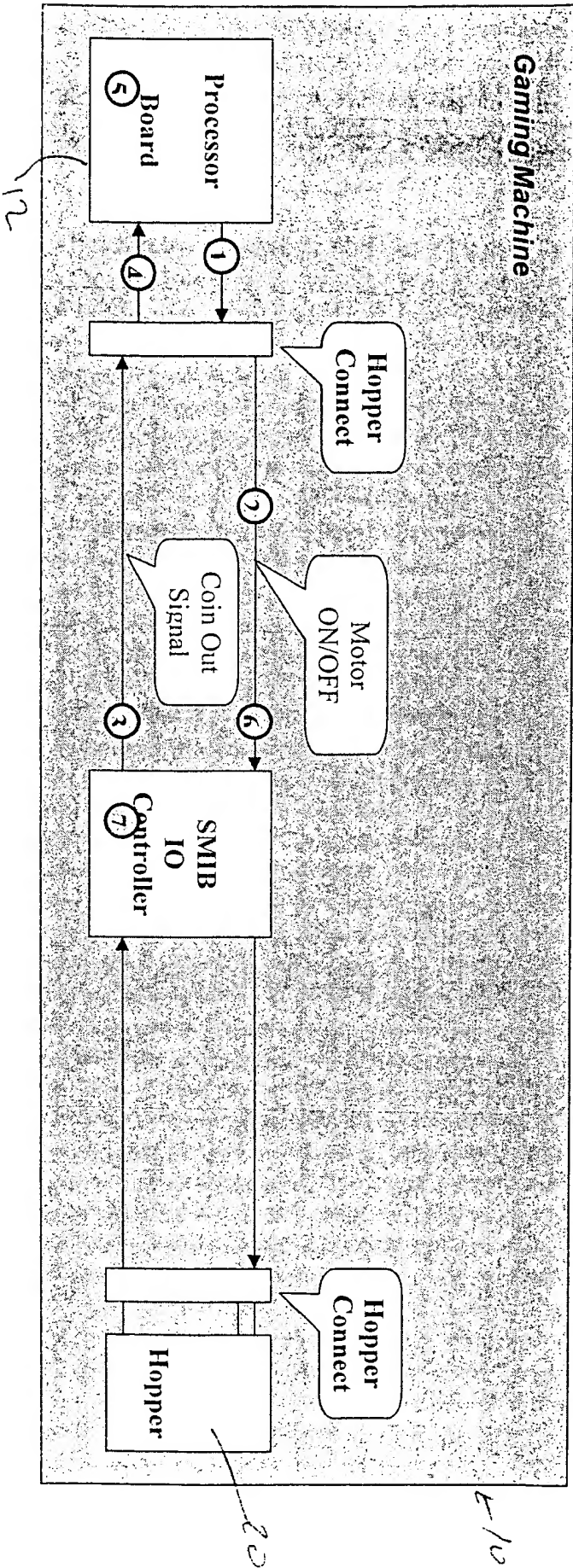


Method for simulating a hopper pay from a Gaming Machine.

Figure 9

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Replacement Sheet





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Replacement Sheet

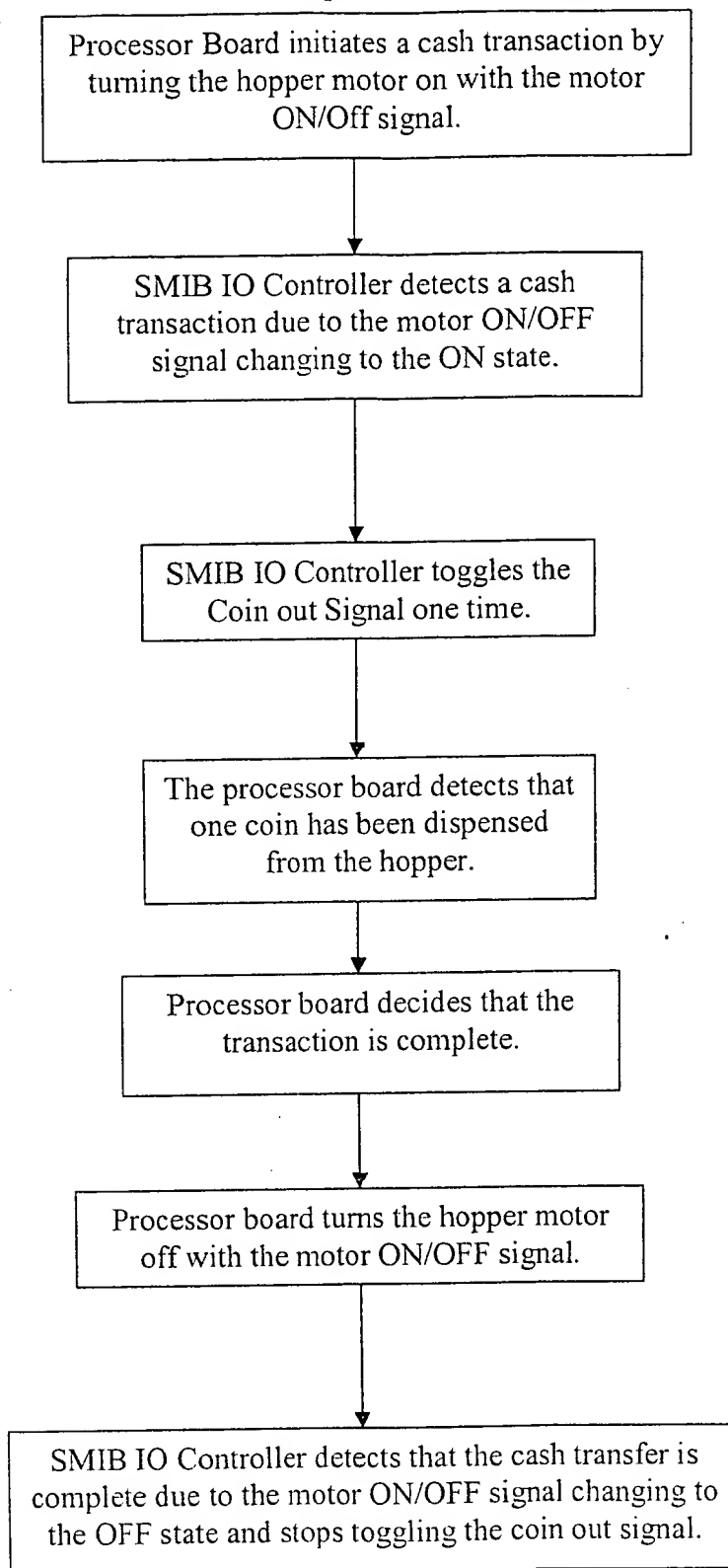
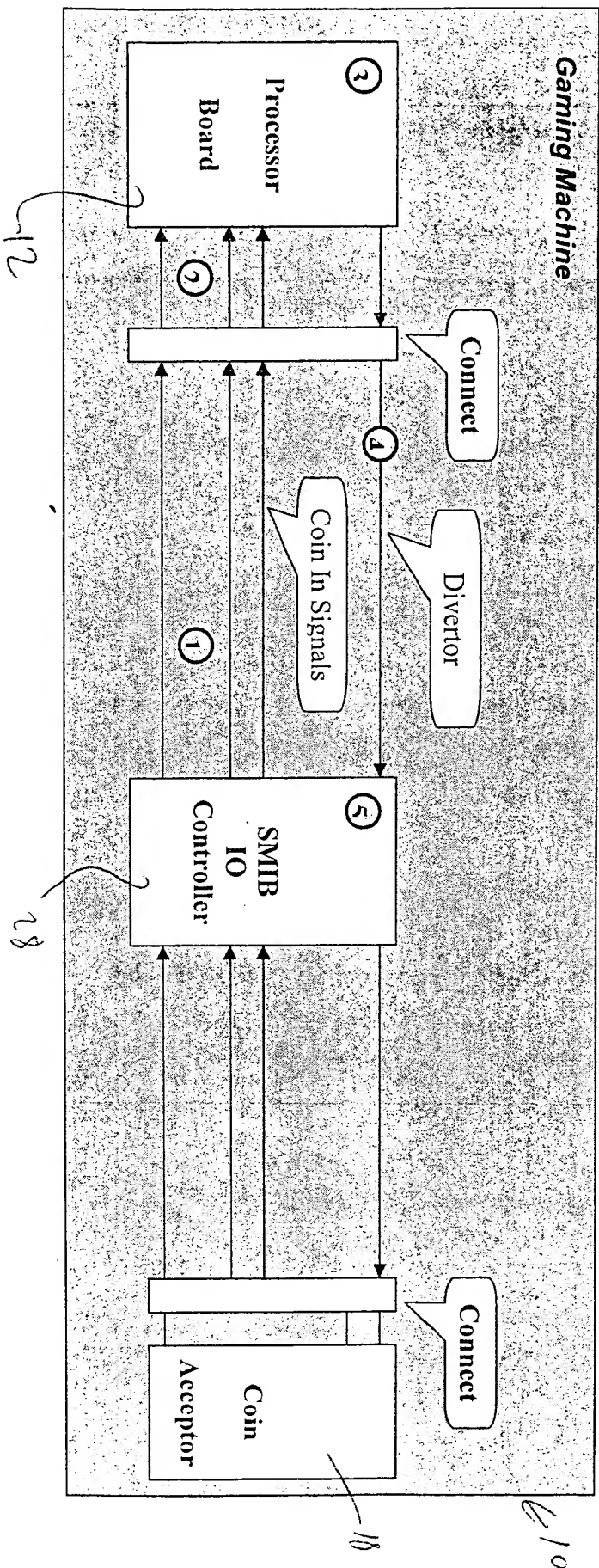


Figure 10

Method for simulating a coin in transaction using the coin acceptor signals  
to a Gaming Machine.

Figure 11





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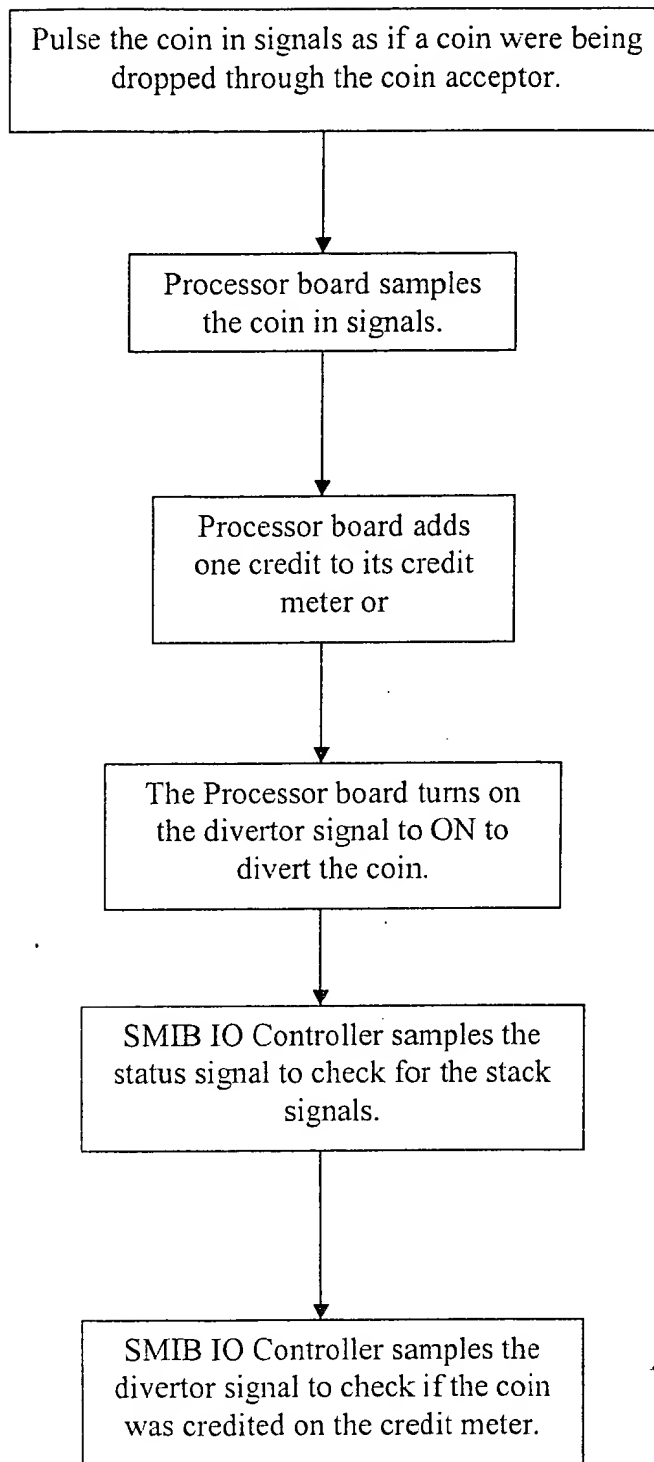
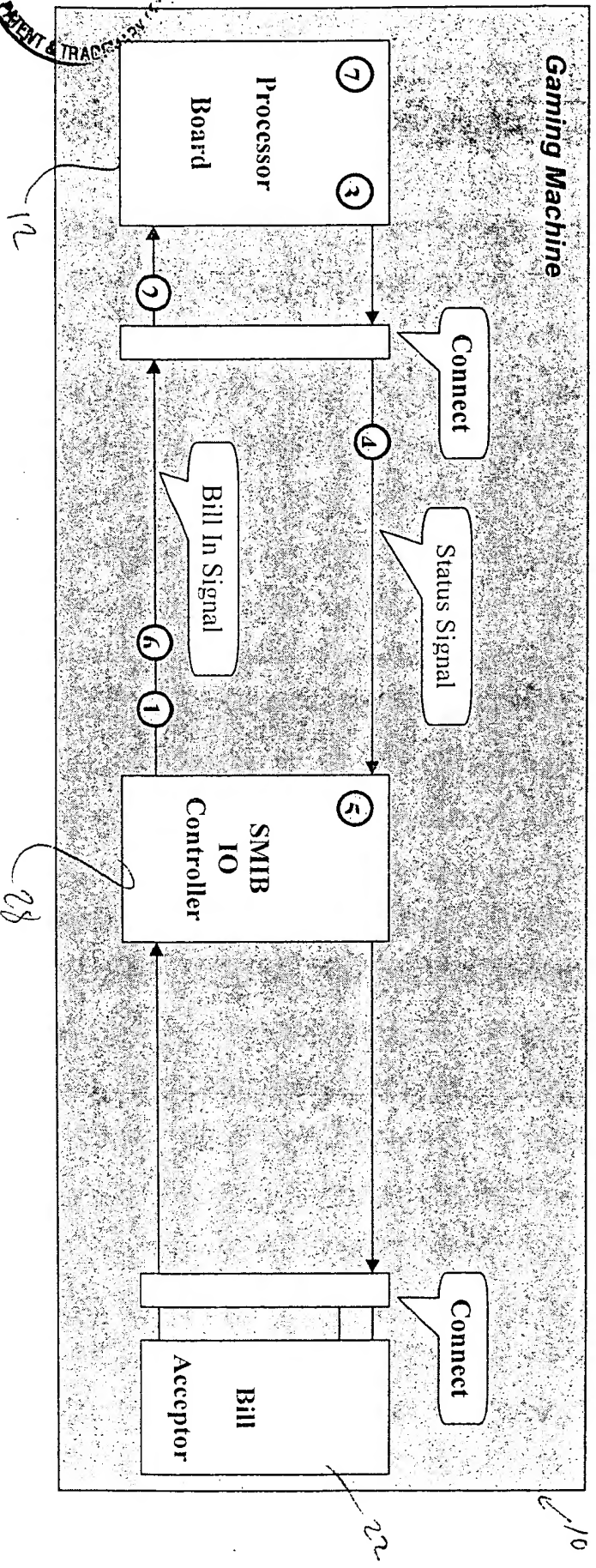


Figure 12

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An AGI Method for simulating a bill transaction using the bill acceptor signals  
to a Gaming Machine.  
Figure 13





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Replacement Sheet

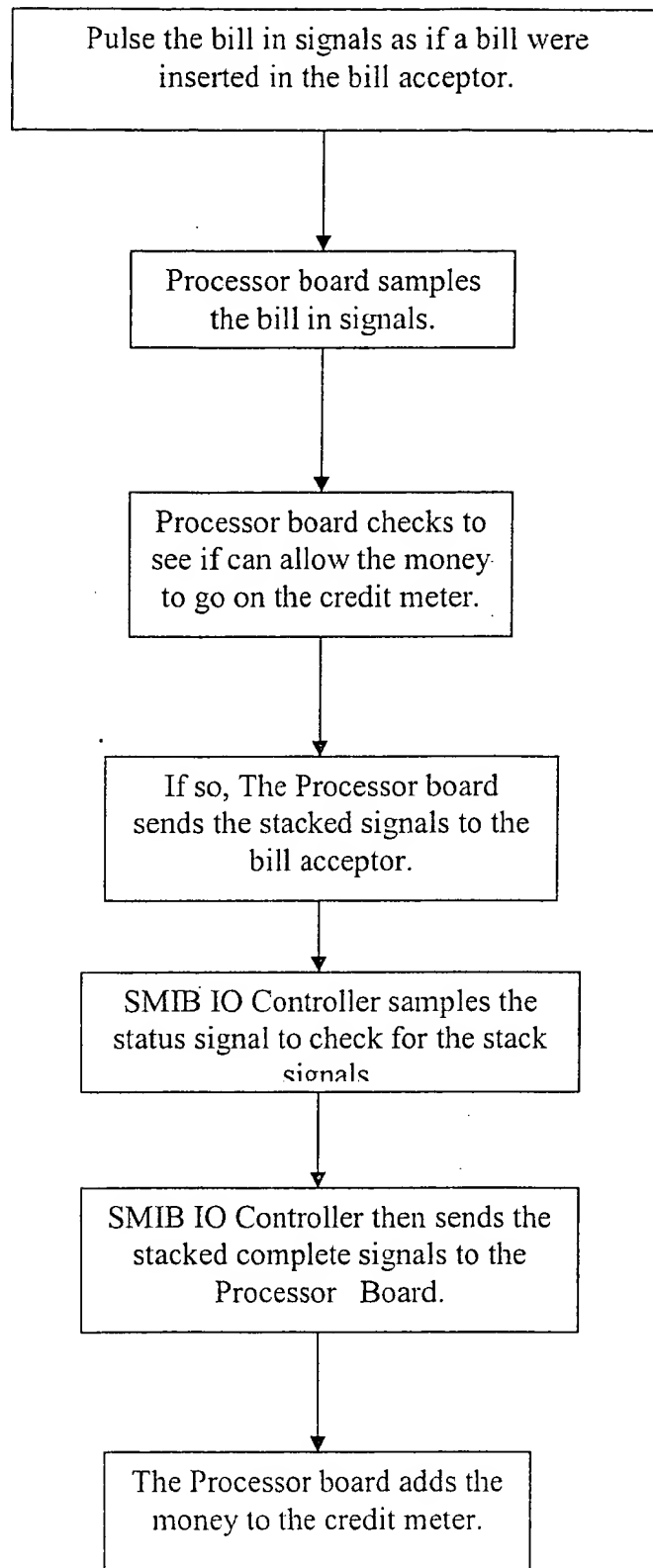


Figure 14

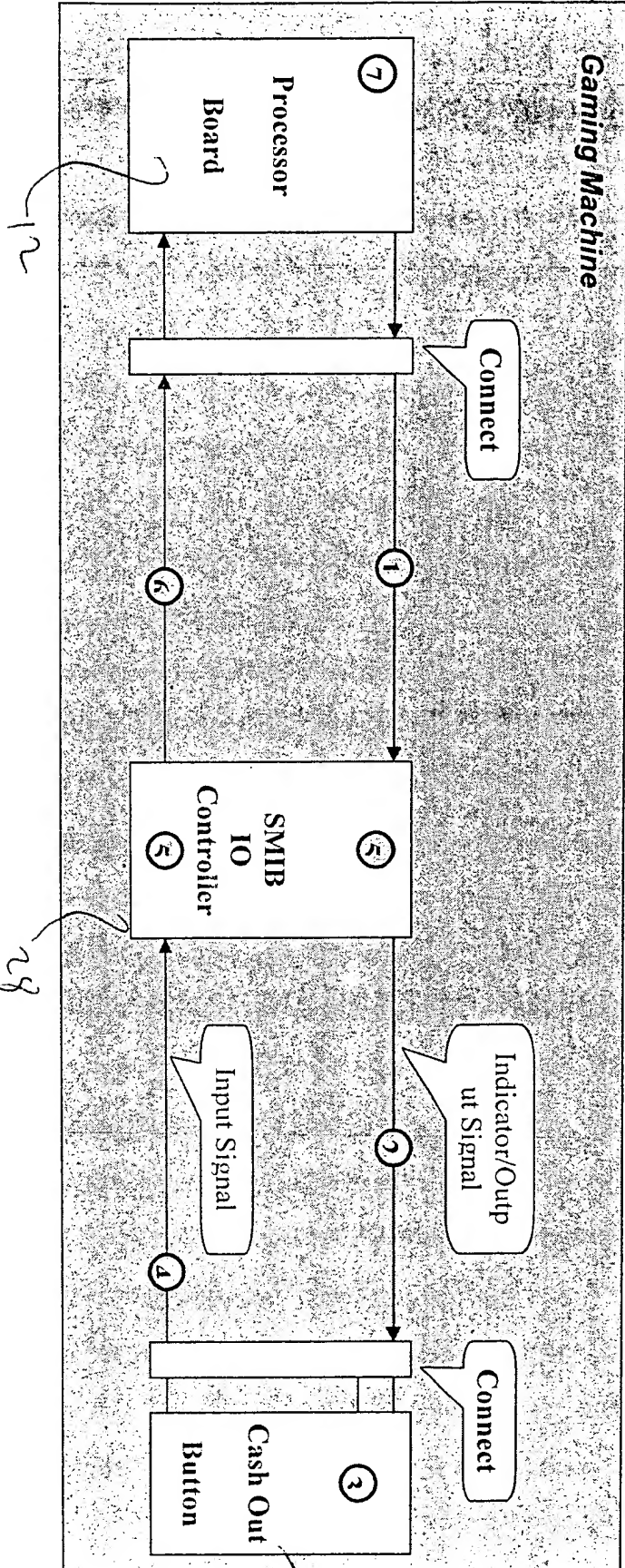


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Replacement Sheet

Method for intercepting the cash out button on a Gaming Machine.

Figure 15





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Replacement Sheet

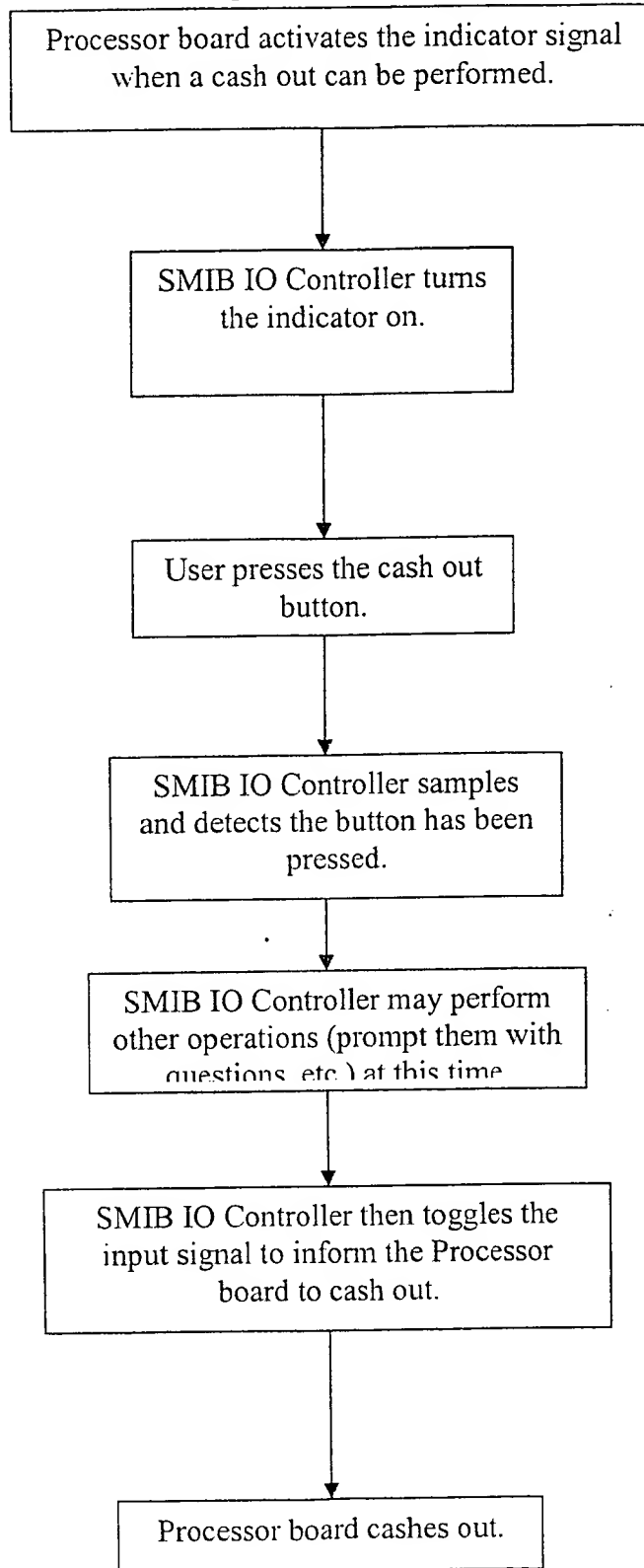


Figure 16